

Background for the DM

The campaign setting is for the original D&D setting mapped out by the gazetteers. The Minrothad Guilds to be more precise. The party is crew on a privateer ship, out of Cove Harbor in the Minrothad Isles. Each in the party has their own goal.

5 members of the crew were previously members of a more cutthroat crew of a different ship, the Aria's Revenge. They ended up leaving the ship after a few particularly bad. The captain was a sociopath of the worst kind, and the crew raided a halfling town on the coast of the 5 shires. These 5 members of the crew were all halflings, and were appalled and disgusted by what the captain had the crew do during the raid of Water Hollow. The halfling town no longer exists. As soon as port was made after the raid, these 5 left the ship to find work elsewhere. They have had a pact, not to discuss what happened on that day. Now as members of the Oceans Ghost, they do their jobs well, but still have hard feelings for the Aria's revenge, and her captain. What they do not know, is that someone is out to get them for the deeds committed against halflings that day. The sole survivor of the raping, massacre and pillaging of that small village, is older now, and wants revenge. A young rogue at the time, he has made it his goal, to seek out and murder all the members of that former crew. His name is Alton Greenbottle

Wilpos - Halfling rogue/expert - ships cook

Billy - halfling - partner of Arty

Evinger - halfling

Arty - halfling - partner of Billy

Walbo - halfling

Ship Speed - optimal - 40 yards per round, or 120 feet, movement speed drops, with damaged taken, at 75, 50 and 25 % of Hull Points.

HuP%:100,75,50,25

Move:40,30,20,0

DESCRIPTION

The Oceans Ghost (sailing ship)

Colossal ship

Squares 2 (20 ft. by 60 ft.); Cost 21,500 gp

Init +8

DEFENSE

AC 16; **Hardness** 5

hp 1,620 (sails 240)

Base Save +13

OFFENSE

Maximum Speed 120 ft. (wind); **Acceleration** 30 ft.

Ranged 2 light ballistae +10 (3d8), 1 light catapult +15 (4d6)

CMB +22; **CMD** 32

Ramming Damage 10d8 Ram

STATISTICS

Propulsion wind or current

Sailing Check [Profession](#) (sailor) +2 Narrow Hull

Control Device steering wheel

Means of Propulsion 60 squares of sails (two masts)

Decks 3

Cargo/Passengers 150 tons/120 passengers

The Setup

The party have joined the Ocean's Ghost as Scuppers in the Minrothad Guilds. Some minor testing, like, climb the main mast, swim under the ship, fist fights, general training and drills. The crew have celebrated, with captured treasure, and new herbs and spices in the hold, as well as dried meats and some spirits. The keen quartermaster managed to maintain some for the cook as well as get the gold for the crew. All seem satisfied with the pouches full of gold from a fresh win over Goblin pirates.

The Oceans Ghost has set sail from Cove Harbor in Minrothad, to Minrothad City; The gem of the oceanways. 144 miles, the trip is expected to take about 2 days, if the weather remains good. Your last port of call is listed as Seawell, as you can't very well list Cove Harbor. The Captain has taken ill, and the ships healer spends most of his time in the cabin with the Captain. 3 passengers were taken aboard at Cove Harbor, 2 bound for Minrothad City and another bound for Stronghold on Fortress island, your next planned stop of this voyage. A Sea Elf, Montissey Niktori, a Dwarf Higbull Ironborn, and a Halfling Alton Greenbottle, all are paying the standard transport fee, 20gp.

The Dwarf and Elf mostly keep to themselves, but the halfling seems to spend much time in the kitchen, and talking with the crew, he's an accountant don't you know?

Scapegoat awakens

The following text assumes that a character in the party has been picked as a scapegoat for murder. Using an unseen servant the killer has taken a weapon from a sleeping party member, a halfling if possible. Alton then kills Arty sleeping in a nearby hammock, and uses his knowledge to make the the killing wound look like it was caused by the stolen weapon at first glance. Blood spatter around is apparent, and 2 areas that don't have blood where the killer stood next to Arty.

Clue 1. The wound - A healing check of DC 15 or Perception check of 18 will notice that the wound is narrower and deep in the center, or not a normal kill blow from the weapon that is stolen.

Clue 2. Blood spatter - Each of the 3 passengers, and one of the crew, is wearing fresh clothes

- The Elf changed his clothes earlier because he slipped and fell into a fish bucket while walking on deck, much to the humor of the deck crew at the time. The party can investigate and figure this out.

- The Dwarf changed his clothes due to a mishap in the ship's dining room, The daily gruel, and bumpy seas, had him wearing the gruel.

- The Halfling changed his clothes due to spilling food on himself, after taking it back to his quarters. - This is a lie , even bluff vs sense motive

Clue 3. The hidden weapon

- Perception DC 15 to find the hidden weapon in the Hold, tucked between crates, hidden for future use by the killer, kept separate so that it can be used again, and to not incriminate the killer

Use opposed skill checks to determine motive and to gather information from the crew, diplomacy works too, to get the story out of the 5 halflings, to learn of the motive.

After 24 hours, if not found, the killer strikes again, with the ship's cook. Stabbed, then hacked with whatever weapon is used, preferably an axe of some kind, so the wound can be inspected and possibly discovered. Same DC as Clue 1 above

In the halflings quarters, if investigated

Small locked chest: picked before, dc 20 to open, inside the chest:

2 sets of clothes

Bloody boots, medium-sized outside, halfling-sized inside, wrapped in wax paper

28 gp